



## **Introduction to Agile**

### **Abstract**

As more and more companies find that the classic waterfall approach for project management does not fit their reality, Agile methodologies emerge as the best solution in the current dynamic project environment, where in many cases not all requirements are clear before the project starts and change requests are inserted often during development. Not less important is the fact that people have come to realize that the ability to estimate development efforts accurately is limited, at best.

Participants in this workshop will gain understanding of the concepts behind Agile and that it is a mindset shift rather than a just a set of guidelines and rules. Participants will understand how Agile project management is done by applying high collaboration and value-driven development; get acquainted with the main Agile methodologies and when to use them, and gain basic, common vocabulary that will allow them to discuss issues with other Agile practitioners.

### **Target Audience**

Team members, managers, project managers, developers, testers, DBAs, Release/Program Managers, IT Managers and anyone wishing to understand what Agile means.

### **Prerequisites**

None.



## Course curriculum

### **Background and Introduction to Agile**

- Software development challenges

### **History & Mindset**

Understand how the Agile approach arose and the mindset behind it.

- Origins, the manifesto
- Agile as values and culture
- Cultural mismatches and potential rejection

### **Individuals & Interactions**

Understand the purpose, the concepts, the theory and some applications around the importance of people as individuals providing value through working in teams.

- Moving ideas between minds
- Shifting of power
- face-to-face

### **Value-Driven Development**

Understand why Agile development focuses so heavily on working products, its more general casting as "value-driven" development with incremental, iterative and risk-driven approaches.

- Incremental/iterative/risk development
- Cost of WIP
- shorter iterations
- continuous flow
- value of front-loading value in the project
- importance of retaining design quality
- Value-based work breakdown
- tracking progress

### **Consumer & User Involvement**

Understand the value, the concepts, the theory and some applications for working with stakeholders, buyers and users to get an optimal result.

- User reviews
- Costs/benefits to frequent delivery
- Handling changing requirements
- Up-front user studies versus on-the-fly usage design



## **Planning & Adapting**

Understand the value, the concepts, the theory and some applications for learning and adapting at all levels and on all topics (the product, the process, the team, the organization).

- Agile/adaptive versus plan-driven planning, attractions of each, dangers of each, agile and iron triangle
- Iteration and release planning
- MMFs and the big picture
- Estimation
- Changing plans
- Process adaptation

## **Agile Frameworks**

Understand the main methodologies practiced in the market and when each is most applicable.

- Scrum
- Kanban
- XP
- When to use each and when to combine

## **Transforming to Agile**

Get an overview of the nature of Agile transformations and the major risks and milestones.

- Moving to Agile in your organization, what are the minimal requirements and implications and what are the risks?

## **Duration**

1 day (8 hours).